

Read Local Party Idea Kit

Easy games and activities to make the most of your bookishly fun event!

Bookmark Craft

Decorate a bookmark featuring your favorite book!

1. Print as many bookmark printables as you need and cut them out with scissors or a paper cutter. Find the template at <http://mddewv.scbwi.org/read-local/> (Note: more bookmark templates will be available in late August or September.)
2. Punch a hole over the black dot.
3. Cut a piece of ribbon about 6 inches long. Fold the ribbon in half and thread it through the hole.
4. Pull ends of the ribbon through the loop.
5. String beads on both ends of the ribbon and knot the ends.
6. Use crayons, glitter, stickers, or your favorite materials to decorate your bookmark.

Pin the Book on the Bookshelf

Play a new twist on an old favorite game!

1. Draw three shelves on a sheet of flipchart paper. Post it on the wall at a child's level.
2. Print out the Read Local Book Covers at <http://mddewv.scbwi.org/read-local/>
3. Cut out the book covers.
4. To play, gently tie a scarf over the child's eyes and hand him or her a book cover picture with a loop of tape on the back. For older children, turn them around a few times.
5. The child tries to place the book on one of the shelves. Whoever gets closest to a shelf wins!

Story Jukebox

Create a "Story Jukebox" for creative storytime fun!

1. Print out 5-6 picture book covers from <http://mddewv.scbwi.org/read-local/> and paste them onto a large sheet of poster board.
2. Cut a small slot under each cover, and attach the Story Jukebox to the back of a chair. Stack the books on the chair seat and cover them with a cloth.
3. Provide children with "coins" (toy money, or make your own by covering circles of cardboard with tinfoil.)
4. To work the jukebox, the child places the coin in the slot for the book they want. Reach under the cloth, retrieve the book, and read it!

This activity works especially well if you have a group of volunteers who can run multiple jukeboxes simultaneously – kids LOVE to travel from story to story!

Read Local Challenge sponsored by:

Society of Children's Book Writers and Illustrators

MD/DE/WV

Maryland/Delaware/West Virginia with Washington D.C. & Virginia

The Reading Pokey (to the tune of “The Hokey Pokey”)

You put your right foot in, you put your right foot out,
You pick a book from the shelf and wave it all about,
You do the Reading Pokey and you turn yourself around,
Reading’s what it’s all about!
You put your left foot in...
You put your right arm in...
You put your left arm in...
You put your head in...
You put your backside in...
You put your whole self in...

Book Bingo

Go to <http://mddewv.scbwi.org/read-local/> to download Bingo cards featuring books by Read Local authors and illustrators! (Note: Bingo cards will be uploaded in July.)

First Sentences Game

Can you guess the first sentence of the book, just by reading the back cover?

1. The first person (the reader) picks a Read Local Challenge book and reads the blurb from the back of the book.
2. The other players then write a first sentence for the novel on a slip of paper, while the reader writes out the real first sentence.
3. The reader collects all of the sentences and then reads them aloud to the group, in random order.
4. Everyone votes for the sentence they think is the real first sentence. (1 point if your fake sentence is voted as the real one, and 2 points if you correctly vote for the real first sentence.)
5. The player to the left of the reader now becomes the reader, and play begins again with a new Read Local Challenge book.

Go Read!

Just like the classic card game, Go Fish, but with a Read Local twist!

Go to <http://mddewv.scbwi.org/read-local/> to download Go Read! cards featuring books by Read Local authors and illustrators. (Note: Go Read! cards will be uploaded in July.)

1. Print cards on heavy cardstock, and cut out.
2. Deal all cards to participating players.
3. Try to match all of your cards into pairs.
4. Don’t have a match? Ask one of your opponents! If they have the card you’re looking for, they’ll give it to you. If not, Go Read!

Two Quotes and a Lie

Download the “Two Quotes and a Lie” game sheet from <http://mddewv.scbwi.org/read-local/> (Note: game sheet will be available in September.)

1. Read the Title, Author, Genre, and Age Category for the selected book. Then, read the two real quotes and one false quote.
2. Players guess which quote is false. (1 point for each correct answer)

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